CODE NAME: ICEMAN

HINT BOOK

INTRODUCTION

Welcome to the U.S. Navy in the year 2110 with "Codename: Iceman." I hope you find your career as a Naval Commander both exciting and challenging. As in the "Police Quest" series, we have attempted to put a sufficient amount of realism into this game to give you, the adventure game player, the feeling of being in the driver's seat in a true-to-life situation. This game is quite different from Sierra's other adventure games because it contains a nuclear submarine simulator. In "Codename: Iceman," even when you are not sitting in the pilot's seat the submarine U.S.S. Blackhawk will continue along whatever course has been set for it no matter where else you are and what you may be doing.

This hint book will allow you to complete "Codename: Iceman" successfully and it also contains a complete list of all points in the game. In the unlikely circumstance that you have a problem that isn't covered in this hint book feel free to contact Sierra's automated electronic hint system at 1-900-683-KLUE, or our Customer Support Department at 1-209-683-8989.

THE PURPOSE OF THIS BOOK

The whole point of playing "Codename: Iceman" is to discover its puzzles and then discover the solutions to them. However, some puzzles may be so well hidden that you don't even know where to begin. Or, perhaps this is your first experience with an adventure game and you're not sure how to get started.

HOW TO USE THIS HINT BOOK

When you get stumped, look through this book and find the question that is closest to your problem. Use the red Adventure Window that came with this hint book to see the FIRST hint. Hints progress from helpful hints to strong clues, and finally to actual solutions. It's best to read the hints individually as needed. Be sure to read only the hints you really need!

HOW NOT TO USE THIS HINT BOOK

Don't just scan through the whole book reading all the answers! Read only those hints absolutely necessary and as few of those as you actually need. Giving too much away before you've had a chance to really try to solve the problem yourself takes away a lot of the fun of playing an adventure game. Beware, because you may find one or more questions about things that have nothing to do with "Codename: Iceman" in this hint book. After all, red herrings are part of the fun.

IF YOU HAVE FINISHED "CODENAME: ICEMAN"

After you have finished the game, I invite you to check out the back of this book. It contains a complete walkthrough and list of all possible points. But be very cautious using this section! Don't even look at it until you have actually seen the very end of "Codename: Iceman."
Thanks for playing "Codename: Iceman!"

GENERAL QUESTIONS

All I do is wander about! Is this it?

Explore your Tahitian paradise completely.

Look at anything that seems interesting.

Read the documentation that came with the game.

What's the point of this game, anyway?

To rescue the American ambassador who has been kidnapped and get back home alive.

I'm tired of dying and starting over again from the beginning!

Everyone dies many deaths playing adventure games. But doesn't it feel great when you succeed?

You need to read your game documentation to find out how to SAVE and RESTORE your game while playing. Adventure games are designed to be saved periodically so you don't have to start over at the beginning every time you make a mistake.

Johnny walks too slow!

The game animation speed is adjustable. Look at the menu in the game by using the key or clicking on the menu bar with mouse or joystick.

Scenes with lots of animation may appear to run at "normal" speed even though you are in a "fast" mode.

How can I "look at" things?

Typing "look" will give you a description of whatever you happen to be facing at the time.

Typing "look around" will give you a general description of your surroundings.

Type "look table" to see the table.

Read the game documentation included in your game package.

ON VACATION IN TAHITI

How do I find out what's going on?

The world news might give you a hint.

Have you looked at the table next to your beach chair?

Read the magazine.

How do I find out which hut is mine?

Do you have the key to your hut?

Go into the lobby and ask the girl for your key.

Look at the key!

Is the volleyball game of any significance?

Do you like volleyball?

Well, you can join the game if you like.

Play volleyball and find out.

Why can't I save the drowning girl?

You have to perform CPR.

The exact procedure is in your game manual.

Do each step in the exact order given.

I can't get anywhere with the girl in the bar.

Which girl?

The girl sitting at the bar is a lush. Forget her.

The blonde girl sitting alone is married. Forget her.

Have you checked out the brunette at the table in front?

Dance with her and then buy her a drink and sit with her.

What do I need to say to the band leader?

Well, you could compliment the band.

Maybe he's a secret agent!

Forget the band. They have nothing to do with the game.

I'm dancing with Stacy and I can't stop!

Don't you like dancing with Stacy?

She likes dancing with you.

Oh well.... all good things come to an end sometime.

Just type: STOP.

Help! I can't find Stacy's lost earring.

Weren't you listening? She told you where she lost it.

Look in the sand outside her hut.

Look at the glimmer.

Stacy's gone. What should I do with her lost earring?

Examine it.

Open it.

Get the microfilm.

Why can't I seem to get off the island?

Buy a newspaper.

What, you don't have any money?

Have you been to your hut yet?

Get the change in the dresser drawer in your hut and then buy a newspaper from the machine outside the lobby.

Read the newspaper.

Okay, I read the newspaper now what?

Go into the lobby.

Did you get the message from the desk clerk?

Get back to your hut and call General Braxton.

I don't know General Braxton's phone number.

It's in your address book.

Your address book is in the pocket of your suit jacket.

Open the closet in your hut and get the black book from your suit pocket.

How do I get to the airport to leave the island?

Call for some transportation.

Use the phone in your hut to call the dinghy service.

The phone number is on the sign in the hotel lobby.

IN WASHINGTON

Why won't the man in the lobby at the Pentagon let me enter?

Did you identify yourself?

Show your ID card.

If you don't have it with you, you'd better restore to Tahiti and get it from the drawer in your hut.

What am I supposed to do at the briefing?

Listen carefully.

Get the manila envelope on the table.

How do I get to the Washington monument?

You could call a taxi.

On the other hand, it's not a long walk to get there.

Do you really have time to go there?

Forget it. You can't.

AT OAHU AIRPORT

How do I get to Pearl Harbor?

The driver will take you there.

You have to show him your orders.

You did remember to get them at the Pentagon briefing, didn't you?

How do I get aboard the USS Blackhawk?

Read about boarding protocol in your game documentation.

Walk up the gangplank.

Salute the flag.

Salute the officer.

Ask for permission to come aboard.

ABOARD THE U.S.S. BLACKHAWK

I keep getting killed as soon as I dive!

You sunk the Blackhawk.

Did you check the hatch indicator lights?

A hatch is open!

Close the hatch.

How do I confirm that I have a green board?

First make sure it's green!

Just type: "Green board confirmed."

I can't seem to control the submarine. Help!

Read your manual carefully.

Listen to all the captain's instructions and follow them quickly and closely.

How do I get into the captain's safe?

Enter the combination on the keypad.

What? You don't have it?

Well you're a high ranking officer and you're entitled to know the combination.

When you open the briefcase just ask the captain to tell you the combination.

How do I find out the secret of the briefcase?

Put your ID card into the slot.

What? It doesn't work?

Maybe it's not your ID card after all.

Better examine it.

The guard outside the briefing room at the Pentagon accidentally gave you General Hood's ID by mistake!

Restore back to the Pentagon and get the correct ID card.

Why can't I launch my weapons?

Something is malfunctioning.

Did you remember to cycle the equipment in the torpedo room?

You need to repair the torpedo conveyor before you will be able to launch your weapons.

How do I repair the conveyor?

Examine it.

Looks like you need a new cylinder, huh?

I guess you ought to go to the machine shop and make a new one.

Measure the sheared one first.

Measure the conveyor as well.

Get the caliper from the drawer in your cabin.

What should I do in the machine shop?

Get a new 6" cylinder from the supply cabinet.

Measure it with the caliper you got from your cabin.

You have to use the lathe to turn the cylinder down to a one inch diameter.

Use the drill to drill a 1/4" hole in it.

Measure it again.

Okay, I made a new cylinder but it doesn't fit!

Did you measure the sheared one first?

Is the new cylinder the correct length?

Is the new cylinder the correct diameter?

Did you smooth the rough edges on the grinder?

Help! I can't find a tool to repair the conveyor!

Looks as though you need a hammer.

Seen one anywhere?

Now where would you keep a hammer?

It's in the tool drawer in the engine room.

I fixed the conveyor, but it malfunctions anyway!

The new cylinder fell out of the conveyor belt.

Did you secure the new cylinder with a cotter pin?

The cotter pins are in the cabinet in the machine shop.

Why do I keep getting killed by the Russian destroyer?

Well it could be one of several reasons.

Run silent, run deep.

Dive to 500 feet or more and be sure your active sonar is off and your speed is slow.

Turn on your silent running.

The Russian destroyer still kills me even though I'm on silent running!

If you let him get right over you, he'll drop a depth charge and destroy the Blackhawk.

Don't let him get over you!

You'd better destroy him before he gets over you.

Watch for the top (white) line on your tactical display. When it appears, attack the destroyer with your harpoon missiles.

I'm attacking the Russian destroyer. Why can't I sink him?

The closer you are to him the better chance you have of a kill.

Watch for the top (white) line on your tactical display and start attacking when it appears.

Watch the top line on your tactical display. When the destroyer appears, attack it with your harpoon missiles.

You need to hit him three times in order to sink him.

Did you remember to lock on target before you launched each of your harpoon missiles?

How do I decode the messages from Washington?

Well, you need a code book don't you?

Books are usually kept in bookcases.

It's in the bookcase in your cabin.

The computer keeps reciting nursery rhymes to me! What am I doing wrong?

Well, you haven't deciphered the codes correctly.

Use the Navy decoding book to determine the correct page number, line number and word number, and then use the brown-shaded decoding boxes in your game manual to find the primary and secondary words for the coded message and enter those two words into the computer.

How do I get the coded messages from Washington?

Have you talked to your radio man?

He's the guy sitting next to the sonar man.

Just walk over to him and type: "get messages."

Okay, I deciphered the messages from Washington, but I can't decode the message from the CIA!

The CIA code is different from the normal Navy code.

You need to get into the secret compartment in the briefcase in the captain's quarters.

The decoding offsets are arranged according to the branches of the armed forces.

"N" means "Navy."

Add "3" to each of the normal code numbers.

Remember ALL coded numbers are in the range 0-9 so if you seem to be getting numbers higher than 9, you need to roll them over. For example: 14=4. The N in the microfilm stands for Navy, use offset of 3 when you come up with the numbers. Say you have a series of digits from decoding: 84-3-9 (no digit can exceed 9). Add the offset to each digit. 8+3 = 11, 4+3=7, 3+3=6, 9+3=12. Now look at the digits again: 117-6-12. Remember NO digit can exceed 9, well 11 and 12 DO exceed 9 so you must drop the 10's position from each. You then have: 17-6-2. Your page is 17, line is 6, and word is 2. Now find the word in your manual.

I've been playing boss dice for a long time. Do I have to play?

Are you enjoying yourself?

If not, then just stop playing boss dice.

There's nothing you need to win from the Old Salt.

But if you do keep playing you can win three things, two of which are helpful.

You can win the bottle.

You can win the electronic device.

You can win Flanagan's money (but you don't need it).

How do I get through the icebergs?

You have to steer the ship!

A heading of 0 degrees will get you started in the right direction.

Activate the closed-circuit video monitor and navigate through the ice field.

Dive as deep as possible without hitting bottom (199).

Unfortunately, I can't find the break in the ice.

Did you try to contact the Ice Station?

Type: "Contact Ice Station."

The Russian sub keeps sinking me! What am I doing wrong?

Do you remember something about inversion layers in your training manual?

Inversion layers reflect sonar.

Watch your water temperature gauge to find the inversion layer.

Begin a fast power dive to below 1100' (under the inversion layer). Continue diving while reducing speed to "stop." Turn on silent running. Turn active sonar off and let the Blackhawk sink silently to the bottom of Reykjanes Ridge at about 2300 feet.

I'm hiding, but the Russian sub still finds me. Help!

If you fire a weapon it will give your position away.

Don't fire on the enemy sub when it is approaching your position. Don't fire when enemy torpedoes are close. Fire only when the enemy is moving away from your position.

I used up all my weapons! What now?

You'd better make yourself invisible, quick!

Sit tight on the bottom of Reykjanes Ridge and remain silent until the enemy has left the area.

I'm trying to rendezvous with the U.S.S. Coontz, but she keeps leaving the area.

The captain of the Coontz received the same coded instructions that you did.

Did you identify yourself to the Coontz?

Wait till you receive the message about erratic sonar and then signal the Coontz with one ping only!

How in the heck do I get directly under the Coontz?

Well you need to know the Coontz's position.

Did you turn on your monitor display?

You have to steer so that the Blackhawk intersects with the crosshairs representing the Coontz.

Stay just slightly behind the Coontz. Adjust your speed from time to time to make that be the case. Now think of a dial with YOU at the center and a line pointing to the Coontz. 0 is the top, 90 is right, 180 is down, 270 is left. Adjust your heading to the number corresponding to the Coontz's position on your "dial" and keep it adjusted.

I rammed the Coontz! What do I do now?

You DID save your game didn't you?

You'd better restore.

Dive a little deeper this time.

How do I create a diversion so I can get into the harbor?

Did you look through your periscope?

Hmmm.... there's an offshore oil rig. Give you any ideas?

Well, you could try blowing up the oil rig.

How do I get out of the sub without drowning!

You're going to need some SCUBA gear aren't you?

It's stored in a compartment in the storage room.

You can get the key from machinist's mate Willy Johnson.

Now where would a machinist's mate be? In the machine shop of course!

Okay, I know what to do at the oil rig but where do I find the necessary materials?

Did you notice a storage cabinet in the torpedo room?

Get the explosives from the cabinet.

Hmmm... those flares might come in handy too.

I got out the escape hatch, but I keep running out of air before I get to the oil rig. What am I doing wrong?

Maybe you need to swim faster.

You can't swim that fast without help.

You need a diving vehicle.

Restore. It's back on the Blackhawk.

Look in the compartment in the engine room.

The propeller fell off the diver! What do I do now?

Better restore back to the Blackhawk and inspect the diver before you use it.

Did you figure out why it was vibrating?

Look at the shaft.

Better measure it too.

How can I repair the diving vehicle?

Did you look at the shaft and measure it with the caliper?

It lost a nut and washer didn't it?

Get a 1/2" nut and washer from the machine room cabinet.

I repaired the diving vehicle but it failed anyway!

Did you use a wrench to tighten the nut?

The wrenches are in the tool drawer in the engine room.

The diving vehicle has an inertial guidance system, but I can't figure out how to use it.

You need to know the distance and the heading to the oil rig and to the harbor.

Sonar men are good at determining distances.

Get the distance to the oil rig and the distance to the harbor from your sonar man.

Get the heading to the oil rig and the harbor from the scope.

Get the diving vehicle and standing in the main engine room type: "enter coordinates" and then enter the distance and the heading to the oil rig and to the harbor.

IN OPEN WATER

I can't find the oil rig and my air is running out! Help!

Hey Johnny, use the diving vehicle's guidance system!

The heading is your ACTUAL heading to the destination.

Visualize yourself from above. 90 degrees is to your right. 180 degrees is to the bottom of the scene. 270 degrees is to the left.

The heading will change depending on your current position. Follow the indicated heading until the distance is zero.

I'm getting blown up in the water!

After you set the explosives, swim away fast!

Head right from the oil rig and towards your second destination: the harbor.

I'm lost swimming around in open water and I keep running out of air!

You need to KNOW where you're headed.

You don't have enough air to reach your destination if you don't have a diving vehicle to assist you.

The diving vehicle is in the compartment in the engine room.

Did you program the inertial guidance system on the diving vehicle?

I found the room with the force field to the harbor and I have the electronic device. What do I do now?

USE the device!

Now swim north (up) into the next scene.

I found the room with the force field but I don't have the electronic device. What do I do now?

Swim left two scenes till you find the entrance to the underwater cave.

I need a bottle, but I didn't play Boss dice. Can I still get a bottle?

Yes. There's a bottle on the ocean floor.

It's somewhere near the entrance to the underwater cave.

Look by the arch shaped rock formation on the right.

I'm lost in the underwater cave! How can I get out?

Well, it's a maze. You could make a map.

Did you remember to bring those underwater flares from the Blackhawk?

The water currents in the cave flow toward the exit.

Light a flare and watch which way the debris flows and follow it.

Keep lighting flares and following the debris till you find the exit.

In the final room of the underwater caves the exit is a small hole between the rocks over on the right. Don't try to swim through it too fast. It's a small hole.

I found the fisherman's net! What do I do now?

You have to signal him.

You DO have a bottle don't you?

Put the bottle in the net and wait there until he retrieves the bottle and lowers the empty net back down.

I surface in the harbor, but I keep getting killed. What am I doing wrong?

Did you signal the fisherman by putting the bottle in his net and then hang around until the fisherman retrieved his net and lowered it back down empty?

You need to hide that diving vehicle!

Swim two scenes to the right and find the old pier.

Hide the diver beneath the pilings of the old pier.

IN TUNISIA

I signalled the fisherman but when I surface I can't communicate with him.

You need to identify yourself to him.

Did you try showing him your ID card?

Well that doesn't work, does it?

Okay... know any good code names?

Walk up to him and say: ICEMAN

What do I do with the bomb that the fisherman gives me?

You could blow up the compound with it.

Maybe you ought to hold on to it for later.

You might need it to create a diversion.

What bomb?

What do I do with the fish?

Did you LOOK at it?

Maybe you ought to remove the hook from the fish's mouth.

Did you examine the weight?

Open the capsule and get the map.

How do I use the line, hook and sinker to go fishing?

Maybe you need a pole.

Did you play King's Quest IV?

There's a fishing pole in that game.

There's no fishing pole in Codename: ICEMAN.

You can't.

I keep getting arrested by the guards. What am I doing wrong?

Maybe it's that wet suit you're wearing.

You need a disguise.

Did you get the map from the fisherman?

Go north from the beach and enter the abandoned dwelling on the left.

Open the crate and get the clothing inside it.

Who is the mysterious woman at the oasis?

Maybe she's a Tunisian woman getting water.

Then again, maybe she's not.

Did you try identifying yourself to her?

Walk up to her and say: ICEMAN.

Get the map from her.

Help! I keep getting arrested by the guards after I visit the oasis.

Perhaps you're carrying something incriminating.

Better drop that map Stacy gave you right after you read it!

I can't figure out what to do in Stacy's apartment.

Did you explore and look at everything?

Did you look out the window?

She has three things you need.

Empty the sugar canister and get the tranquilizer gun.

Get the roll of tape from the top of the icebox.

Did you open the icebox and look inside?

Stacy left you a note hidden in the butter dish.

What's the significance of the catering service?

Did you read the business card that's taped to the wall next to the telephone?

They deliver food to the compound every day.

Maybe you could masquerade as the caterer and get into the compound.

Call the compound.

Call the catering service and order food.

Okay the caterer arrived at the apartment. What should I do now?

Are you hungry?

Well, if you looked like the caterer you might be able to sneak into the compound.

You need to make him cooperate with you.

Use the gun to make him remove his clothes.

Use the tape to tie him up so he won't cause trouble.

Stacy arrived at the apartment and told me that they've moved the ambassador. What should I do now?

You've waited too long and they've moved the ambassador.

It's too late, you'll have to restore an earlier saved game.

Help! I get arrested when they search me at the entrance to the compound.

Looks like you need to hide that tranquilizer gun, huh?

You must put the gun in the food.

I got into the compound, but the guard shoots me anyway!

You'd better move fast!

You need to take out both guards in quick succession.

Shoot one guard and then IMMEDIATELY shoot the other one.

How do I get the ambassador out of the compound?

Well you'll both need to be disguised.

You're already disguised, so it looks like he's the one that needs a disguise.

Tell the ambassador to change clothes.

Then type: LEAVE.

How do I get up the hill to the helicopter?

You have to drive faster then the guards who are chasing you.

Slow down to 20 miles per hour when you take a turn.

Anticipate the turns by turning your wheel early.

THINGS TO TRY AFTER YOU'VE FINISHED THE GAME

1. Did you try asking one of the girls on the beach in Tahiti for a date?
2. Did you try flushing the toilet in your quarters when the light is on?
3. Did you try winning the electronic device and then NOT using it?
4. Did you examine the guard at the compound after you shot him with the tranquilizer dart?

CODENAME ICEMAN WALKTHROUGH AND POINT LIST

*** = Inventory item**

( ) = POINTS

OPENING BEACH SCENE

01. Type "look table."
02. Type "get magazine." (01)
03. Type "stand up."
04. Walk left into the next screen.

VOLLEYBALL GAME AND CPR SEQUENCE

05. Type "play ball." (08)
06. Playing volleyball.
07. After messages of help, walk Johnny into water past bottom of screen.
08. After Johnny lays the girl down, type "shake and shout." (01)
09. Type "Call for help." (01)
10. Type "Establish airway." (01)
11. Type "Look, listen, feel." (01)
12. Type "Give two breaths." (01)
13. Type "Look, listen, feel." (01)
14. Type "Check pulse." (01)
15. Type "Begin compressions." (01)
16. Walk right, into the next screen.
17. Type "get shirt."
18. Walk up screen until you are standing in front of hotel.
(Note: if the girl dies you lose 10 points.)

FRONT OF HOTEL

19. Type "open door."

HOTEL LOBBY

20. Type "talk to clerk." (01)

21. Type "get key." (02)*
22. Walk and stand in front of sign on north wall.
23. Type "read sign" (take down phone number). (01)
24. Walk through the door on east wall.

COCKTAIL LOUNGE

25. Stand next to brunette seated alone (lower right).
26. Type "ask girl to dance."
27. Stand next to brunette again.
28. Type "buy girl a drink."
29. Stand next to empty chair across from brunette.
30. Type "sit."
31. Brunette will invite you to her hut. (07)
32. Type "yes."

OUTSIDE GIRL'S HUT

33. Type "kiss girl." (01)
34. Girl will invite you in, type "yes."

INSIDE GIRL'S HUT

35. Girl will invite you to sit down.
36. Type "sit."
37. Type "Talk girl."
38. Type "kiss girl."
39. Type "kiss girl."
40. Type "kiss girl."
41. Type "kiss girl."
42. Type "kiss girl." (06)

INSIDE GIRL'S HUT NEXT DAY

43. Type "stand."
44. Face table on north wall and type "look table."

45. Type "get note." (01)
46. Type "open door."
47. Walk off porch and to the west until you see glimmer.
48. Type "look down."
49. Type "look glimmer."
50. Type "get earring." (01)
51. Type "look earring."
52. Type "open earring."
53. Type "look inside earring." (01)*
54. Type "get microfilm." (05)
55. Walk left through five screens.

OUTSIDE EGO'S HUT

56. Type "open door."

INSIDE EGO'S HUT

57. Type "open drawer."
58. Type "get ID." (01)*
59. Type "get change." (01)*
60. Type "open closet."
61. Type "get black book." (01)*
62. Walk out of hut.

OUTSIDE EGO'S HUT

63. Walk to the entrance of the hotel.

FRONT OF HOTEL

64. Stand in front of newspaper stand.
65. Type "buy paper." (02)
66. Type "open door."

HOTEL LOBBY

67. Wait for clerk's message.
68. Type "get message." (01)
69. Walk out of lobby and back to Johnny's hut.

INSIDE EGO'S HUT

70. Type "read book" (write down Braxton's phone number).
71. Type "use phone."
72. Type "1-202-555-2729."
73. Type "talk man." (02)
74. Type "use phone."
75. Type "555-8000."
76. Type "talk man." (02)
77. Exit hut and walk back to beginning beach scene.
78. Walk Johnny onto the Nosinky Dinghy (program control to airport).

WASHINGTON AIRPORT

79. Walk Johnny through the sliding glass door.
80. Limousine will arrive and driver will approach Johnny.
81. Type "show ID." (01)

INSIDE PENTAGON LOBBY

82. Walk up to desk.
83. Type "show ID." (01)
84. Type "push up button."

HALLWAY OUTSIDE OF BRIEFING ROOM

85. Guard will walk to Johnny and request ID.
86. Type "show ID." (01)

HIGH LEVEL BRIEFING ROOM

87. Ego is seated under program control.

88. After briefing type "stand."
89. Type "get envelope." (02)*
90. Walk out of briefing room.

HALLWAY OUTSIDE OF BRIEFING ROOM

91. Walk to guard and type "get ID."
92. Type "look ID."
93. Type "get ID." (01)
94. Walk out of Pentagon.

OAHU AIRPORT

95. Driver will walk to Johnny, type "talk man."
96. Driver will ask, are you Commander Westland, type "yes."
97. Type "show orders."

IN FRONT OF USS BLACKHAWK

98. Walk up gangway and type "salute flag."
99. Type "salute officer."
100. Type "request permission to come aboard." (03)

EXECUTIVE OFFICER QUARTERS (JOHN WESTLAND)

101. Type "open drawer."
102. Type "get caliper." (02)
103. Type "open bookshelf."
104. Type "get decoding book." (03)*
105. Walk left out of Officers Quarters.

(Note: if you flush toilet when light is on you lose 3 points.)

CONTROL PANEL (05)

106. Sail submarine according to Captain's instructions. (05)
107. Captain will invite Johnny to his quarters, type "stand."

CONTROL ROOM

108. Program control to Captain's quarters.

CAPTAIN'S QUARTERS (01)

109. Captain will ask John for his half of the combination. Type "134." (01)

110. Type "look briefcase."

111. Type "get envelope."

112. Type "look chart."

113. Type "look orders."

114. When Captain returns briefcase to safe, type "get combination." (05)

115. The Captain will direct John to obtain coordinates to the Mediterranean.

116. Walk out of Captain's quarters.

CONTROL ROOM

117. Walk to computerized charts table type "look table."

CHARTS TABLE

118. Remove map from game box and calculate coordinates.

119. Type "plot course." Using directional keys, select a coordinate and press the Enter key.

120. On the last coordinate press the Enter key twice then type "exit." Score depends on how close your course is to the optimum course. (2-10)

CONTROL PANEL (01)

121. Sail submarine according to Captain's instructions.

122. Radio man will advise you he has received coded messages.

123. Type "stand." (01)

CONTROL ROOM

124. Type "get messages." (01)

125. Type "look code book." Use this display in conjunction with the enclosed game book documentation to obtain the primary and secondary words.

126. Walk to Captain's quarters.

CAPTAIN'S QUARTERS

127. Type "open safe."

128. Enter the numbers 23448803. (01)

129. Type "open case."

130. Enter the numbers 762134. (01)

131. Type "use ID card." (01)

132. Type "insert microfilm" and view the display.

133. Following the letter "N" (for Navy), is the numeral 3. using the "Navy decoding book," add 3 for the C.I.A. coded messages in order to find the C.I.A. primary and secondary words.

134. Using the Navy decoding book, find the primary and secondary words for the Washington coded message.

135. Type "close briefcase."

136. Walk out of Captain's quarters and into John's Quarters.

JOHN'S QUARTERS

137. Type "turn on computer."

138. Type in "primary" decoded word from Washington.

139. Press the Enter key.

140. Type in "secondary" decoded word from Washington.

141. Press the Enter key. (03)

142. When the empty box appears, type "y."

143. Enter "primary" C.I.A. decoded word.

144. Enter "secondary" C.I.A. decoded word. (03)

145. When the empty box appears, type "n" or press the ESC key.

146. Walk to torpedo room.

TORPEDO ROOM

147. Type "cycle equipment."

148. Type "inspect equipment." (01)

149. Type "measure conveyor belt."

150. Type "measure cylinder." (05)

151. Walk out of torpedo room and into machinist compartment.

MACHINIST COMPARTMENT

152. Walk to cabinet and type "open cabinet."
153. Type "get cylinder."
154. Select "six inches." (01)
155. Type "get cotter pin." (01)*
156. Type "measure cotter pin." (01)
157. Walk to the lathe and type "use lathe."
158. Type "set lathe."
159. Select 1" setting. (02)
160. Type "turn on lathe." (01)
161. Walk to drill press and type "use drill press."
162. Type "select bit size."
163. Select 1/4" setting. (02)
164. Type "turn on drill." (01)
165. Type "use grinder." (01)
166. Walk to left edge of screen and into the Engine room.

ENGINE ROOM

167. Type "open drawer."
168. Type "get hammer." (01)*
169. Return to the torpedo room.

TORPEDO ROOM

170. Type "fix conveyor" (01)
171. Type "install cotter pin" (01)
172. Type "cycle equipment"
173. Walk back to galley.

GALLEY

174. Walk to table with bottle.

175. Type "get bottle"

176. After being challenged to a game of "Boss Dice" type "yes."

BOSS DICE

177. Win the bottle of rum. (01)*

178. Win opponent's money.

179. Win electronic device. (10)*

GALLEY

180. Walk from galley to control room.

CONTROL PANEL

181. Sail submarine according to Captain's instructions.

182. After reaching second coordinates Captain invites you to the bridge with him.

183. Type "stand."

BRIDGE

184. After message from Captain, type "talk."

185. After a sequence of messages, Johnny will climb down the ladder under program control.

CONTROL ROOM

186. Walk to control panel.

CONTROL PANEL (SINKING RUSSIAN SHIPS)

187. Begin dive sequence to below 500 ft.

188. Turn active sonar off.

189. Reduce speed to "slow."

190. Turn on "silent running."

191. Wait until enemy fires weapon.

192. Firing the Blackhawk's weapons.

A. The closer the enemy is, the better your chance of hitting him.

B. Make sure you "lock on" target before launching.

C. Do not fire your weapons when enemy torpedoes are close. Doing so will momentarily give your position away.

D. You must destroy the enemy before he maneuvers directly over your sub.

E. You must hit the enemy three times to sink him.

F. Decoys are used when enemy torpedoes are close and the player needs to launch weapons. Decoys are launched before weapons are fired.

193. After receiving message about incoming coded messages, type "stand." (05)

CONTROL ROOM

194. Walk to radio man and type "get message." (01)

195. Walk into John's quarters.

JOHN'S QUARTERS (01)

196. Type "turn on computer."

197. Decode messages from Washington. (03)

198. Decode CIA messages. (03)

199. Walk back to control panel.

CONTROL PANEL (Navigating icebergs)

200. Activate closed-circuit TV monitor.

201. Safely navigate submarine through icebergs. (Points depend on how well you do it.) (2-10)

202. Receive message about a break in the ice.

203. Type "contact Ice Station" (coded radio messages).

204. Type "stand" after the message about incoming coded messages.
(Note: If you collide with an iceberg you lose 10 points.)

CONTROL ROOM

205. Walk to radio man.
206. Type "get messages." (01)
207. Decode message from Washington. (03)
208. Decode message from CIA. (03)
209. Walk to control panel and type "sit."

CONTROL PANEL

210. Begin fast dive to below 1100' (inversion layer).
211. Continue diving while reducing speed to "slow" or "stop."
212. Turn active sonar off.
213. Turn on silent running.
214. Keep diving sub until reaching 2300' (bottom).
215. Enemy sub strategy.
A. Do not fire on enemy sub when it is approaching Blackhawk's position.
B. Do not fire when enemy torpedoes are close.
C. Fire only when enemy is moving away from your position.
D. If the Blackhawk runs out of weapons, sit and remain silent until enemy has left the area. (01)
216. Hit enemy sub one time. (01)
217. Hit enemy sub twice. (04)
218. Completing the enemy sub scenario. (05)

RENDEZVOUS WITH USS COONTZ

219. After receiving message of "erratic sonar." Signal Coontz with one active sonar "ping." (05)

220. Maneuver through the Straits of Gibraltar under the Coontz by keeping the small on screen view of the submarine under the cross hairs which represent the Coontz. (Score depends on accuracy here.) (1-5)

221. Successful completion of following the Coontz. (Score depends on accuracy here.) (2-10)

222. The Captain recovers and will request you come to periscope depth and speed.

223. After coming to periscope depth, the Captain will ask you to look through the periscope. Type "stand."

CONTROL ROOM

224. Walk to periscope and type "look scope."

SCOPES

225. Write down heading to offshore drilling rig.

226. Write down heading to harbor.

227. Press the "down arrow" key located on the scope controls.

CONTROL ROOM

228. From Sonar man, "get distance to rig." (01)

229. From Sonar man, "get distance to harbor." (01)

230. Leave control room and walk to machinist compartment.

MACHINIST COMPARTMENT

231. Walk to machinist mate "Willy Johnson" type "get key." (01)*

232. Walk out of machinist compartment into storage compartment.

STORAGE COMPARTMENT

233. Walk to locked compartment and type, "open compartment." (01)

234. Walk out of storage compartment into torpedo room.

TORPEDO ROOM

235. Walk to storage cabinet and type "open cabinet."
236. Type "get explosives." (01)*
237. Type "get flares." (01)*
238. Type "get flares." (01)*
239. Walk out of torpedo room and into engine room.

ENGINE ROOM

240. Walk to left bulkhead.
241. Type "look compartment."
242. Type "push button."
243. Type "look in compartment."
244. Type "get diver." (01)*
245. Type "look diver."
246. Type "check diver."
247. Type "check vibration."
248. Type "check shaft."
249. Type "look shaft."
250. Type "measure shaft." (05)
251. Walk out of engine room into machinist compartment.

MACHINIST COMPARTMENT

252. Type "open cabinet."
253. Type "get nut."
254. Select "1/2 inch." (01)
255. Type "get washer."

256. Select "1/2 inch." (01)
257. Walk into engine room.

ENGINE ROOM

258. Walk to tool compartment and type "open drawer."
259. Type "look wrenches."
260. Type "get wrench."
261. Select "1/2 inch." (03)
262. Walk to compartment and type "push button."
263. Type "get diver vehicle."
264. Type "install washer." (01)
265. Type "install nut."
266. Type "tighten nut." (03)
267. Type "enter coordinates."
268. Enter distance and heading to oil rig and harbor.
269. Walk to ladder leading to escape hatch.
270. Type "climb ladder."
271. Type "open hatch."

ESCAPE HATCH

272. Type "wear scuba gear."

OPEN SEA

273. Follow heading until oil rig is located.

OIL RIG

274. Type "set explosive." (01)
275. Swim right away from rig as soon as explosive is set.

OPEN SEA

276. Follow heading until entrance of harbor is located. (5 points maximum.)

ENTRANCE TO HARBOR (room with force field)

(If you won electronic device and bottle playing Boss dice)

277. Type "use device."
278. Swim up the screen into the next screen. (01)
(Note: Gain 5 points for finding harbor directly. Lose 3 points for leaving harbor after arriving.)

ENTRANCE TO HARBOR (room with force field)

(If you do not have electronic device)

279. Swim left two screens (to the cave entrance - if you did not play Boss dice and win the bottle.)
280. Get the bottle by the rock formation on the right. (01)*

CAVE ENTRANCE

281. Find and enter cave.

CAVE MAZE

282. Type "light flare" and watch which direction the current takes the debris. (8 points maximum.)
283. Swim in the same direction as the debris.
284. Repeat steps 304 and 305 until through the cave maze.
285. Get through the cave maze successfully. (11)
286. After successfully exiting the cave, Johnny will be under program control into the next screen.
(Note: Re-enter the harbor entrance and you lose 11 points.)

FISHERMAN NET

287. Hang around in this room until fisherman lowers net.
288. Type "put bottle in net." (Fisherman will raise net.) (01)
289. Stay in this scene until fisherman lowers empty net again.
290. Swim two screens to the right (pilings from old pier).

PILINGS

291. Type "hide diver vehicle" (03)
292. Swim back to screen with fisherman net.

FISHERMAN NET

293. Swim to the surface. (02)

CONTACTING FISHERMAN

294. Walk up to fisherman and type "iceman" (01)
295. Fisherman will hand you a fish. (01)*
296. Type "look fish"
297. Type "look line"
298. Type "look hook"
299. Type "remove hook" (01)
300. Type "look weight." (01)*
301. Type "open capsule" (02)
302. Type "look map"*
303. Walk north and left behind large rock.

ABANDONED DWELLING WITH DISGUISE

304. Walk into open door on the left.
305. Type "look around"
306. Type "open crate"

307. Type "look clothing."
308. Type "get clothes" (02)
309. Walk to right edge of screen into next screen.
310. Walk up screen into next screen.
311. Walk to left edge of screen into screen with oasis.

OASIS

312. Walk to woman at the well.
313. Type "iceman." (01)*
314. Type "get map." (02)*
315. Type "look map."
316. Type "drop map." (01)
317. Walk to right edge of screen into the next screen.
318. Walk to right edge of screen into the next screen.
319. Walk up the screen into the next screen.
320. Walk to left edge of screen into the next screen.
321. Walk up to apartment 84.

INSIDE AGENT'S APARTMENT

322. Walk to kitchen counter.
323. Type "look canisters."*
324. Get small canister. (01)
325. Get middle canister. (01)
326. Type "get sugar canister." (01)
327. Type "open canister."
328. Type "empty contents."
329. Type "remove bottom."
330. Type "remove foam rubber."

331. Type "get gun." (07)*
332. Walk to icebox and type "open icebox."
333. Type "get butter dish."
334. Type "open butter dish."
335. Type "get note." (01)*
336. Type "read note." (04)
337. While standing in front of icebox type "get tape." (02)*
338. Walk to telephone and type "look wall" (business card).*
339. Type "get business card." (01)*
340. Type "look business card."
341. Type "use phone."
342. Type in "03-120-1204."
343. Type "talk man." (02)
344. Type "use phone."
345. Type in "13-555-8097."
346. Type "talk man." (02)
347. When caterer arrives type "open door."
348. After caterer sets platter down type "use gun."
349. Type "remove clothes."
350. Type "use tape." (03)
351. Wait until female agent enters apartment before walking out.
352. Walk out of apartment.

INSIDE CATERING VAN

353. When the van stops in front of the compound type "hide gun." (02)
354. Type "get food." (01)*
355. Type "exit van" and walk Johnny to guard on the left.

356. Type "put food on table."
357. Type "remove lid."
358. Type "get gun."
359. Type "shoot guard."
360. Type "shoot guard." (05)
361. Walk over to the Ambassador and type "untie Ambassador."
362. Type "change clothes."
363. Walk to the unconscious guard near bottom of screen and type "look guard." (03)
364. Type "leave."

MOUNTAIN CHASE

365. Use the "arrow keys" to control the speed and turning movements of the catering van. Anticipate the turns. (10)

366. After reaching the top of the hill, the ending cartoon will be under program control.

(Note: You lose 10 points if you use the "F8" key to skip the chase scene.)

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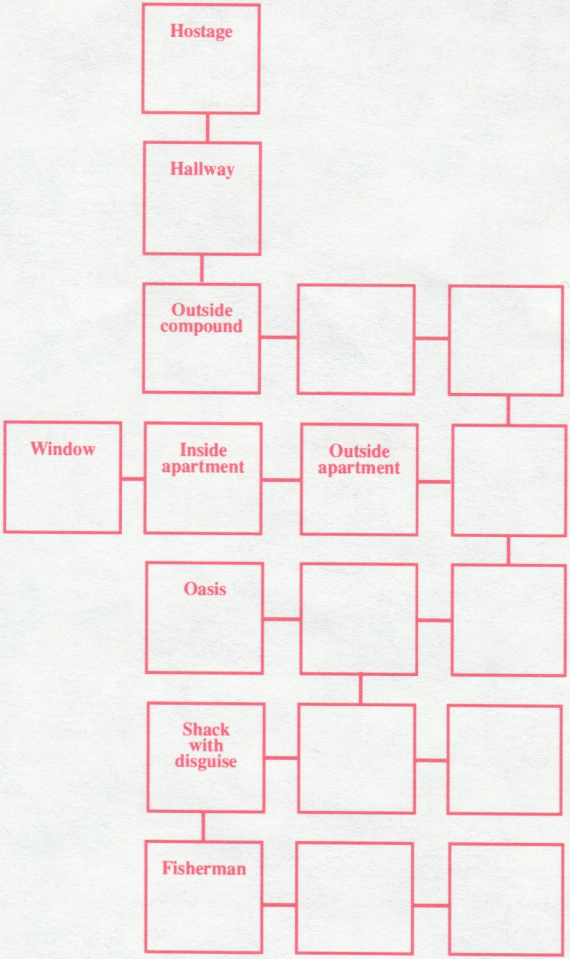
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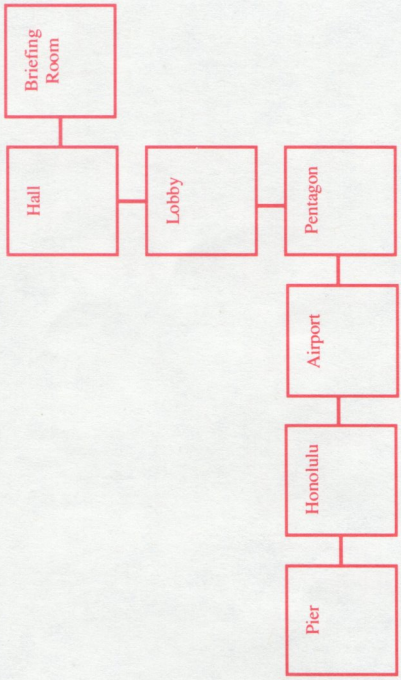

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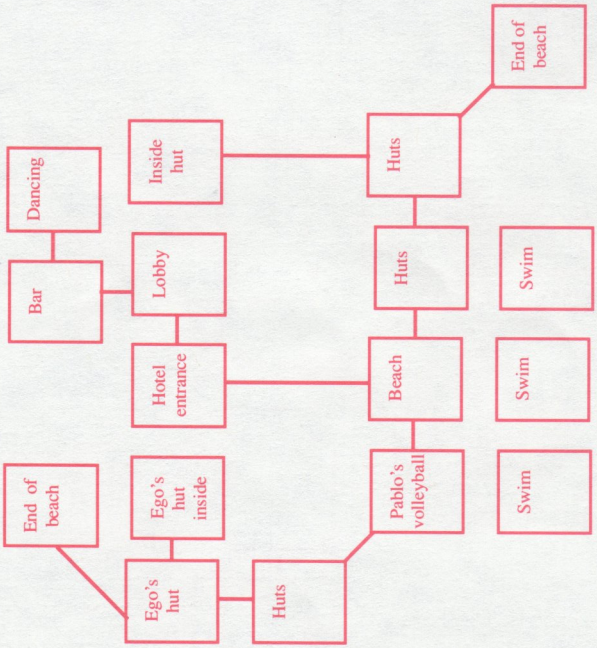
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Ego's hut inside
Ego's hut
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